

***APF* electronics, Inc.**  
**baseball**  
**operating instructions**

**“Cartridge # MG 1006”**

## GETTING STARTED

Insert the cartridge into the main unit, and press the reset button.

There are two versions of Baseball displayed on the screen:

2 player

Player and Computer

After keying in the game you wish to play, the play-field will appear on the screen.

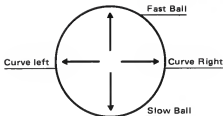
This is a nine inning game. The rules of this APF Baseball game are based on the same rules used in regulation baseball. The visiting team is up to bat first, *left controller*. The home team is in the field, *right controller*. If you have entered the game, "Player and Computer", the computer will be the home team, and you will be up to bat first.

## USING THE CONTROLLERS

Example:

The visitors are at bat first. In order to bat, depress the fire button on the rear on your controller. The home team is in the field. Moving the Joystick will control the curve and speed of the pitched ball. (See diagram 1). To position your outfielders, move the Joystick in the left-right direction until they are in the desired position.

Diagram 1.



Note: Teams will change after three outs, the team in the field will run to their dugout, and the team that was at bat will now play the field. Although the teams have changed, there is no need to exchange controllers.

## THE SCOREBOARD

The score, inning, number of outs, strikes, and balls are accumulated for visitors and home team on the scoreboard at the top left of the screen. Action descriptions will be given of balls in play on the right side of the screen, such as Foul, Ball, Strike, Walk, Homer, and more.

Diagram 2.

